The Roaring

A Deltarune-themed Game of Social Deduction.

Required Materials

1 Knight Card
1 Lightner Card for every player (excluding the Knight and Game Master)
3 Dark Fountain Cards

Setup

You are the Game Master.
Shuffle the Knight and Lightner cards together and place one card in front of each player facedown. Tell all players to close their eyes. Then, tell one player to open their eyes, look at the card in front of them, turn it back over, and close their eyes again. Repeat until each player knows their role. Then, place 1 Dark Fountain card on the table and tell everyone to open their eyes. Begin the "Daytime" phase.

Daytime

If there are only two players left, Begin the "Game End" Phase, otherwise, ask each player whether they would like to Seal a Fountain, Vote Someone Out, or End the Game. The option that was chosen most will occur, as detailed below.

1) Seal a Fountain: Remove one Dark Fountain Card from play. Then, begin the "Nighttime" Phase.

2) Vote Someone Out: Ask each player who chose this option who they would like to vote out. Whoever has the most votes is removed from the game, but their role is not revealed. Then, begin the "Nighttime" Phase.

3) End the Game: Move on to the "Game End" Phase.

Nighttime

Ask each player to close their eyes. Then say: "If you are the Knight, open your eyes." Wait a few seconds, then ask them to give a Thumbs Up if they would like to create a Dark Fountain, or a Thumbs Down if they would not. Be careful not to refer to the Knight by name. If they gave a thumbs

up, put 1 Dark Fountain Card into play. Then begin the "Daytime" Phase, unless there are at least 3 Fountains in play, in which case, begin the "Game End" Phase.

Game End

Tell everyone to open their eyes. If there are 3 Dark Fountain Cards, tell everyone "The Knight has created Three Dark Fountains." Whether or not three Dark Fountains are in play, say "Knight, reveal yourself." If the knight has been removed from the game, tell the Lightners that they have correctly guessed the knight's identity and won. If the Knight is still in the game, the Knight Wins, and you say:

"...AND THE WORLD WAS COVERED IN DARKNESS..."